

5. JUST ICE

One of your little groups past has caught up with them. They plead their innocence as the Guards of the Frozen North drag them off to the Ice prisons of Kergus. No bail is offered to them and in the morning, they will be sentenced to a quick death. Break them out or mourn them at dawn.

Goal

Rescue your comrade

Reward

Justice

Setup and Treasure

Randomly determine by rolling a dice which one of your warband is imprisoned for crimes they swear they did not commit. Place them inside the ice prison in the centre of the board. The prison should be 4" by 4" square placed in the centre of the board. At each corner of the prison place an Ice guard.

A model who was not imprisoned and within 1 inch of the prison can attempt to pass a presence check, on a pass they free their comrade, who is then able to leave the Ice Prison.

Each Ice Guard has 1 random contraband item (treasure) and an Ice Sword (D8 Agility). After killing an Ice Guard a model can make a treasure roll as normal.

Deployment

Versus and Coop - Players select a board edge based on initiative and place models within 6 inches of their board edge.

Threats

ICE GUARD

HP 10 Morale 9 Sword D8 Armor 3

Special: Ice Guards are weak to fire and any fire-based attacks do max damage on hits.

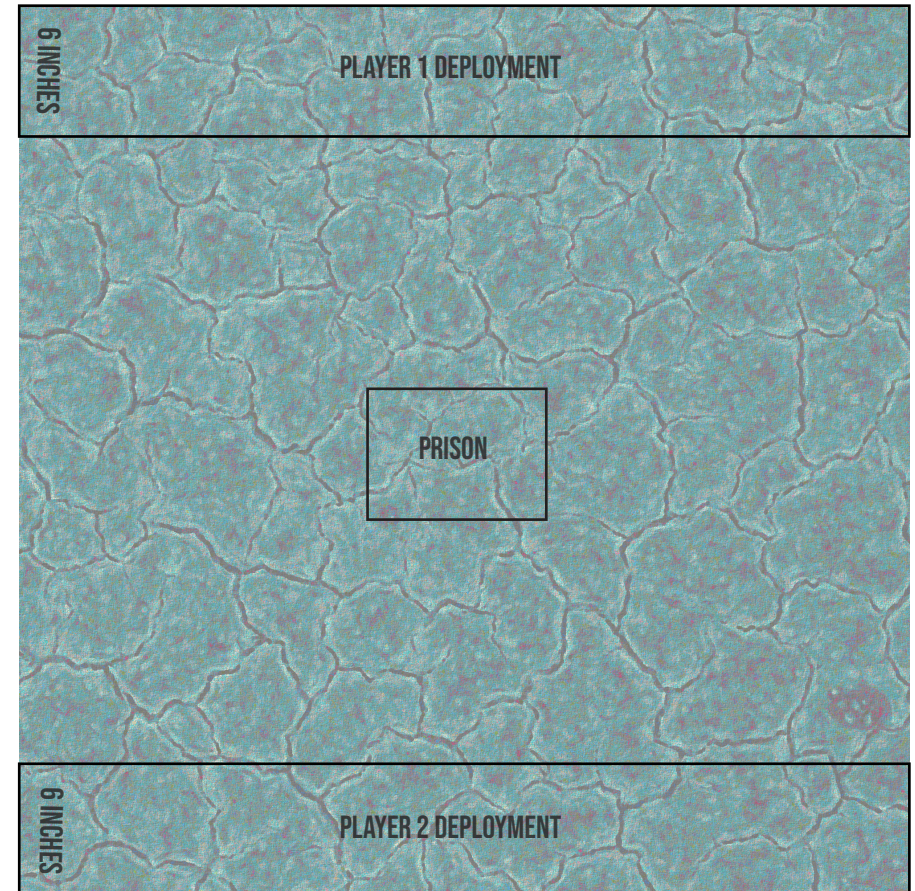
Solo Play

Only 3 Ice Guards are present

Coop

There are 6 Ice Guards

Game ends on round 5. Models Still imprisoned at the end of round 5 are lost forever!



When the players arrive read:

*Your breath hangs in the cold air as you approach the stoic Ice Guards. 'turn back, unless you wish to face the same fate as your friend here.'
They draw their weapons ready to attack.*

When the players have freed their friend

It was hard fought but your friend thanks you for saving them, they once again attest to their innocence as you walk back to your camp.

This scenario was created in support of Slug Wizard Spring 2021, an open event inviting all scale modelers to create a slug wizard miniature. Donations made during the event benefit The Bail Project, a USA-based charitable organization that combats mass incarceration through their National Revolving Bail Fund. Check out slugwizards.com and bailproject.org for more info. Forbidden Psalm is an independent production by Kevin Rahman and is not affiliated with Ockult Örtmästare Games or Stockholm Kartell. It is published under the MÖRK BORG Third Party License. MÖRK BORG is copyright Ockult Örtmästare Games and Stockholm Kartell.